



UNBOUND[®] SAGA

GAME MANUAL



GETTING STARTED

SETTING UP YOUR PSP® SYSTEM

FOR MORE INFORMATION ON SETTING UP YOUR PSP®, REFER TO THE INSTRUCTIONS IN THE MANUAL SUPPLIED WITH THE PSP® SYSTEM.

FOR MORE INFORMATION ON GETTING STARTED, REFER TO YOUR PSP® SYSTEM MANUAL, OR VISIT THE WEBSITE:

WWW.US.PLAYSTATION.COM/SUPPORT/PSP/GETTINGSTARTED/DEFAULT.HTML



BASIC CONTROLS - RICK





BASIC CONTROLS - LORI



(tap) Yellow = skills/moves must be purchased or
(hold) unlocked

RICK'S COMBOS

Movement

▷			Move forward
▷	▷		Dash forward (Run)
▷	▷	○	Dash forward, tackle
▷	▷	×	Dash forward, kick
◁			Turn to face opposite direction
△			Move up
△	△		Roll up / dodge
▽			Move down
▽	▽		Roll down / dodge

Attacks

○	-	-	Single hit (punch)
○	○	-	2 hits (punch, punch)
○	×	-	2 hits (punch, kick)
○	○	○	3 hit combo, knock down
○	○	×	3 hit combo, knock down
○	×	○	3 hit combo, knock down
○	×	×	3 hit combo, knock down

Requires Purchased Skill -- if unpurchased, combo breaks

○	□	○	Punch, heavy finishing PUNCH
○	□	×	Punch, heavy finishing KICK
○	□	△	Punch, heavy finishing THROW
×	-	-	Single hit (kick)
×	×	-	2 hits (kick, kick)
×	○	-	2 hits (kick, punch)
×	×	×	3 hit combo, knock down
×	×	○	3 hit combo, knock down
×	○	×	3 hit combo, knock down
×	○	○	3 hit combo, knock down

Requires Purchased Skill -- if unpurchased, combo breaks

×	□	○	Kick, heavy finishing PUNCH
×	□	×	Kick, heavy finishing KICK
×	□	△	Kick, heavy finishing THROW

when opponent is on the ground / stunned

○			Ground punch
×			Ground kick

Defense

L			Block
L	○		Shove

Interaction

R			Pick up small object
R	○		Attack w/ object
R	△		Throw object

when near switch

○			Activate Switch
□			"Takeover" (Grab opponent)
□	△		Throw opponent



(tap)

(hold)

Yellow = skills/moves must be purchased or unlocked

RICK'S COMBOS

Requires Purchased Skill -- if unpurchased, nothing happens

☐	☐	☐	Body slam backwards
☐	☐	☐	Body slam forward
☐	×	☐	Backbreaker

Automatic s kills

Requires Purchased Skill -- if unpurchased, nothing happens

☐	"Weapon Master"
☐	"Bodybuilding"
☐	"Wrestler"
☐	"Critical Strike"
☐	"Regeneration"
☐	"Iron Fists"
☐	"Americana"
☐	"R.I.P."

(tap) Yellow = skills/moves must be purchased or
(hold) unlocked

LORI'S COMBOS

Movement

▷			Move forward
▷	▷		Dash forward (Run)
▷	▷	○	Dash forward, tackle
▷	▷	×	Dash forward, kick
◁	▷		Turn to face opposite direction
△			Move up
△	△		Roll up / dodge
▽			Move down
▽	▽		Roll down / dodge
▽	×		Teleport

Attacks

○	-	-	Single hit (punch)	▷
○	○	-	2 hits (punch, punch)	▷
○	×	-	2 hits (punch, kick)	
○	○	○	3 hit combo, knock down	
○	○	×	3 hit combo, knock down	
○	×	○	3 hit combo, knock down	
○	×	×	3 hit combo, knock down	

Requires Purchased Skill -- if unpurchased, combo breaks

○	□	○	Punch, heavy finishing PUNCH
○	□	×	Punch, heavy finishing KICK
○	□	△	Punch, heavy finishing THROW
×	-	-	Single hit (kick)
×	×	-	2 hits (kick, kick)
×	○	-	2 hits (kick, punch)
×	×	×	3 hit combo, knock down
×	×	○	3 hit combo, knock down
×	○	×	3 hit combo, knock down
×	○	○	3 hit combo, knock down

Requires Purchased Skill -- if unpurchased, combo breaks

×	□	○	Kick, heavy finishing PUNCH
×	□	×	Kick, heavy finishing KICK
×	□	△	Kick, heavy finishing THROW

when oppent is on the ground / stunned

○			Ground chop
×			Ground kick

Defense

L			Block
L	○		Shove

Shadow Arts

Requires Purchased Skill -- if unpurchased, nothing happens

R	◁		Venom Cloud
R	▷		Confuse
R	△		Heal
R	▽		ShadowFighter



(tap)	Yellow = skills/moves must be purchased or
(hold)	unlocked

LORI'S COMBOS

Interaction

when near switch

☐		Activate Switch
☐		Jump
☐	×	Flip kick
☐	○	Jump kick

Automatic s skills

Requires Purchased Skill -- if unpurchased, nothing happens

	"Metabolism Control"
	"Boiling Blood"
	"Pain Control"
	"Dodge"
	"Ninjitsu"
	"Assassinate"
	"Critical Strike"
	"Mind control"

THINGS TO TRY!

- AS RICK, GRAB AN OPPONENT (□ BUTTON) AND THROW HIM AT OTHER (△ BUTTON)!
- PICK UP OBJECTS (R BUTTON) AND USE THEM AS WEAPONS (× BUTTON OR ○ BUTTON), OR THROW THEM AT ENEMIES (△ BUTTON)!
- BREAK LARGE OBJECTS, SUCH AS TABLES AND CHAIRS, INTO SMALLER OBJECTS - CREATE MORE WEAPONS!
- FROM THE PAUSE MENU (START BUTTON), ENTER THE SKILLS SCREEN AND SPEND TOKENS TO UNLOCK NEW FIGHTING MOVES AND SKILLS!
- ONCE UNLOCKED, TRY OUT ALL OF RICK'S BODYSLAMS, SUPER-COMBOS, AND FINISHING MOVES!
- AFTER EPISODE 2, SWITCH BETWEEN CHARACTERS (SELECT BUTTON) TO PLAY AS LORI MACHETE!
- SPEND TOKENS IN THE SKILLS SCREEN TO UNLOCK LORI'S SUPER-COMBOS AND SHADOW ARTS!
- ONCE UNLOCKED, LORI'S "NINJITSU" SKILL ALLOWS HER TO HIDE IN GLOWING BLUE ENERGY POCKETS TO TURN TEMPORARILY INVISIBLE!
- ONCE UNLOCKED, USE LORI'S "CONFUSE CLOUD" (R BUTTON + ▸) TO MAKE ENEMIES FIGHT EACH OTHER!
- ONCE UNLOCKED, USE LORI'S "SHADOW FIGHTER" SKILL (R BUTTON + ▾) TO CREATE A TEMPORARY CLONE THAT FIGHTS BESIDE YOU!



FOR MORE INFORMATION ON THIS GAME AND TO DOWNLOAD
THE FULL USER MANUAL, PLEASE VISIT:

WWW.UNBOUND SAGA.COM

